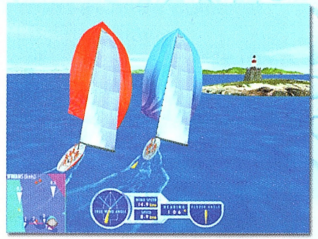

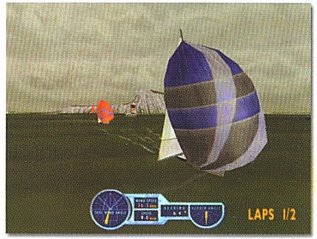

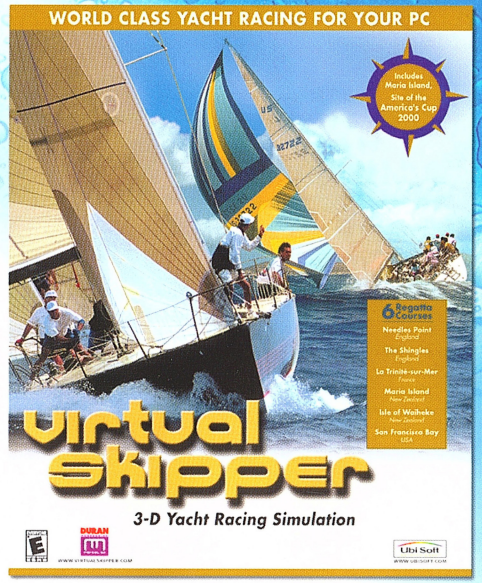

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SUZUKI ALSTARE
Extreme racing

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INTRODUCTION

Suzuki Alstare Extreme Racing is the fastest, most exhilarating motorbike racing game available. Starting with a Sukuki GSX-R600 Standard roadbike, straight from the factory, race the members of the Sukuki Alstare Racing team: Fabrizio Pirovano, Stephane Chambon, Pierfrancesco Chili and Katsuaki Fujiwara. Compete to earn a place in the reserve team, and then race to earn a place in the full Suzuki Alstare Racing team.
As you progress, race with faster and faster bikes and use them to compete with your friends in the 2 player versus game! Also you may race up to 7 other players over the internet using Ubi Soft's Game Service!

Installing Suzuki Alstare Extreme Racing.

Before beginning an installation, we recommended that you ensure all other programs are closed as the computer may need to be restarted at the end of installation. If any other programs are open at this time data may be lost.

Installing Suzuki Alstare Extreme Racing is a simple affair, just insert the CD into your primary CD drive (if you have multiple CD/DVD drives the primary drive will be displayed first, if sorted alphabetically). The game will then Autorun and you can just follow onscreen prompts. If the game does not autorun you can either enable Autorun or install the game manually.

► *Enabling Autorun.*

To enable Autorun simply right click the My Computer icon on your desktop, select properties from the menu and then select the Device Manager tab. Expand the CD-Drives listing, select your primary CD drive and then click the Properties button. Bring up the Settings tab and make sure that the Auto insert notification box is ticked.

► *Installing the Game without Autorun.*

To install the game without using the Autorun feature, simply insert the game CD into your primary CD drive, double click the My Computer icon on your desktop, double click on your primary CD drive icon, and then in the window that appears double click on the file SETUP.EXE

► *DirectX.*

(also see Appendix 1: DirectX Installation & Certification)
For Suzuki Alstare Extreme Racing to run correctly it is imperative that your system be fully DirectX compliant. During the Installation process the Suzuki Alstare Extreme Racing Setup program will prompt you if DirectX is not installed or not up to date on your system. If your system requires DirectX to be installed/updated you will be asked whether or not you wish to proceed. If you do proceed DirectX 7 will be installed to your system. We strongly recommend that you follow any advice given by the DirectX setup program, as failing to do so may cause problems with your system. If you have any doubts at all about your systems DirectX compatibility we recommend you contact your hardware vendor.

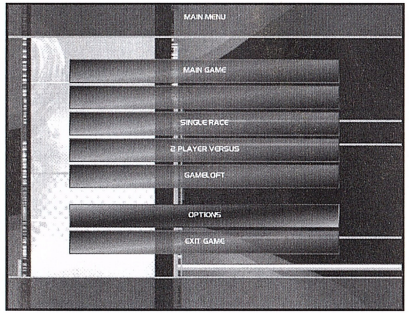
Uninstalling Suzuki Alstare Extreme Racing.

To uninstall Suzuki Alstare Extreme Racing simply bring up the Suzuki Alstare Extreme Racing Program Group on the Start Menu and select Uninstall Suzuki Alstare Extreme Racing. Suzuki Alstare Extreme Racing will be automatically removed, however your save game files and the folders will not be removed. You must remove these manually.

STARTING THE GAME

After the logos, a title screen will appear with ***Press Any Key*** flashing. Press any key to go to the ***Main Menu*** or do not press any buttons for a few seconds to see a rolling demo. (Press any key during the rolling demo to return to the title screen).

MAIN MENU



This is where the main game, reverse challenge, single race and 2 player versus game modes are accessed, as well as the options mode and access to Game Service – Ubi Soft's multiplayer internet service. To access a mode, highlight it with the mouse pointer and press the left mouse button.

MAIN GAME

This is ***Suzuki Alstare Extreme Racing's main*** game mode, where you begin as a novice rider and attempt to rise through the ranks to be invited into the full Suzuki Alstare Racing team. Courses and bikes accessed here become available in the ***Single Race*** and ***2 Player Versus*** game modes. It is possible to set best times from this game mode.

REVERSE CHALLENGE

This will not be available to you until you have completed the Main Game and have earned a place in the history books. Once you have won the Main Game then this option will become available. Did you think it was easy to get onto the Alstare team? Well think again, this time you're racing at the expert level on a totally reversed set of Championships! See if you can beat the Alstare riders now!

SINGLE RACE

Choose from 1 to 7 computer-controlled opponents or race alone to practice a course that has been accessed from the ***Main Game***. It is possible to set best times from this game mode.

2 PLAYER VERSUS

Race head-to-head with a friend to prove who really is the fastest biker on the block.

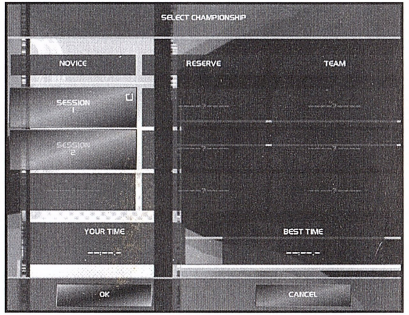
OPTIONS

Choose your controls, adjust the video and audio settings, view the best times and load/save a game.

MAIN GAME

If it is your first game you must select ***New*** but if you have a game in progress you have the option to ***Continue*** your current game. If you have a game in progress you may still select ***New*** but make sure you have saved your game as you will lose all of your current race data! If you select ***New*** you are prompted to enter your name. Input your name using your keyboard. Select the OK button to confirm your name or the Cancel button to move back to the previous screen.

Now you must select a championship.



There are 9 championships comprising the ***Main Game***, which take you through novice races, racing for the reserve team, and finally racing for the full Suzuki Alstare Racing team.

Select the desired championship and select the OK button. You can not select the championships marked with a "---?---". If you place first in a championship you will open up another

championship. The "---?---" will be replaced with the championship name. The first available championship is called "Session 1".

At the bottom of the screen the best total championship race time and the name of the player who achieved it is displayed, when each championship is highlighted. Compete with your friends to become the best time record holder of each championship!

► *COMPETING IN A CHAMPIONSHIP*

A championship consists of 3 to 6 races, with points being awarded for finishing in the following places:

1st place	-	10 points
2nd place	-	6 points
3rd place	-	4 points
4th place	-	3 points
5th place	-	2 points
6th place	-	1 point

At the end of each race the appropriate points are awarded to each rider, and a running total is then displayed. At the end of the championship the rider with the most number of points is the winner. In order to open a new championship, you must come first in the current championship.

As you progress through the championships you will be awarded faster bikes. Will you be able to handle the power of the GSX-R Superbike?

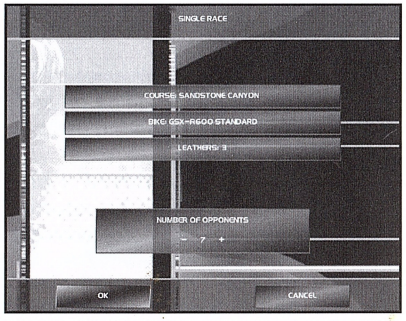
► *PAUSE*

If the Escape key is pressed during a championship race, the game will pause and the following options will appear:
Resume - Cancel pause mode and continue racing.
Retire from Race - Quit the race and receive no championship points.

REVERSE CHALLENGE

The Reverse Challenge behaves in exactly the same way as the Main Game. All the bikes are open to you now, and you have to race all tracks in reverse and be the fastest biker to win this one!

SINGLE RACE

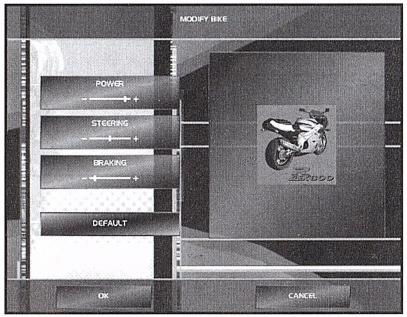


The ***Single Race*** screen displays the ***course*** you will be racing on, the ***bike*** you will be using, the ***leathers*** your character will be wearing and the ***number of opponent racers (not including your racer)***. You have the option to change any of these before you race:

Select ***Course*** to access the ***Select Course*** screen. Choose a course (from those accessed in the ***Main Game***) and select 'Reverse' to switch the course into reverse mode. Can't switch it to reverse mode? You need to get further in the ***Main Game***! Select the OK button to accept your choice or Cancel to return to the previous menu screen.

Select ***Bike*** to access the ***Select Bike*** screen. Choose a bike (from those accessed in the ***Main Game***) and decide between Automatic (AT) or Manual (MT) transmission. Select the OK button to accept your choice or Cancel to return to the previous menu screen. Select ***Modify Bike*** to access the bike modification screen.

► *Modify Bike*



Here it is possible to modify your bike's handling in 3 main areas:

Power increases & decreases the bike's acceleration.
Steering increases & decreases the bike's turning circle.
Braking increases & decreases the power of the bike's brakes.

Highlight the chosen slider and move it left or right to increase or decrease particular areas of handling. There is a limit on the amount of increases you can make, so you must choose wisely!

Select Default to return all the sliders to their default positions. Select the OK button to accept your choice or Cancel to cancel your decision.

Select ***Leathers*** to access the ***Choose Leathers*** screen. Choose a set of leathers and press OK to accept your choice or Cancel to cancel your decision.

Select the + or – symbols to increase or decrease the ***number of racers***. You can choose from between 1 and 8 racers.

Now select ***Race*** and to begin the race!

If you fail to make a checkpoint before the timer runs out, you will be returned to this screen. If you complete the race, you may be prompted to enter your name (if you have achieved a best time), and then you will be returned to this screen. To leave this screen and return to the ***Main Menu*** select the Cancel button.

► *Pause*

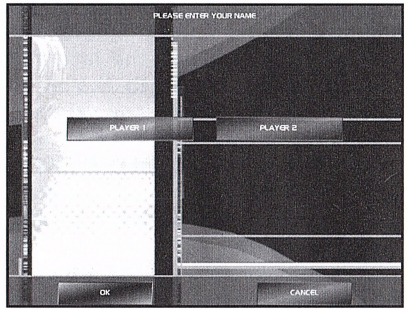
If the Escape key is pressed during a single race, the game will pause and the following options will appear:

Resume - Cancel pause mode and continue racing.

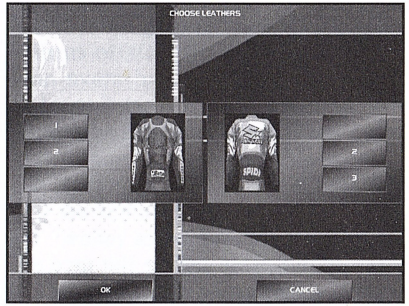
Race again - Restart the race with the same bike, on the same course.

Retire from race - Quit the race and return to the ***Single Race screen***.

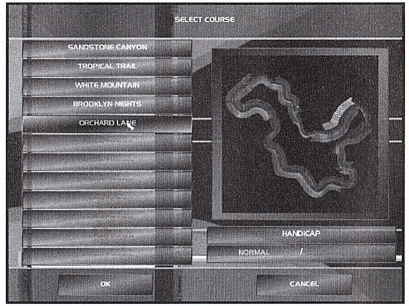
2 PLAYER VERSUS



Firstly, both players will be prompted to enter their names. Select OK when you have entered both names, or select Cancel to move back to the ***Main Menu***.



Both players are now prompted to choose their leathers.

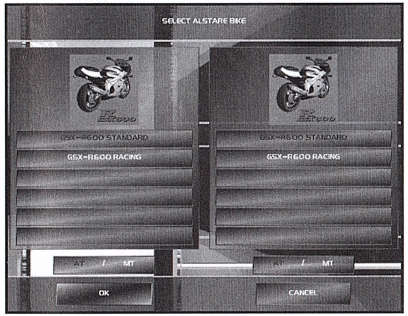


Now it is time to choose a course to race on. The chosen course is highlighted. If you have progressed sufficiently in the ***Main Game*** it is possible to switch the course into reverse

mode. You can also toggle the ***Handicap*** on and off. Select OK to confirm the choice of course and move onto the next screen or select Cancel to move back to the previous screen.

► HANDICAP

If the handicap is switched ***on*** (the word "handicap" becomes yellow), the rider in 2nd place during the race will receive a speed boost. This is especially useful if an experienced player is competing with a novice, as it helps to create a closer race. Of course, for a completely fair race, the handicap feature should be switched ***off*** !



Lastly before racing it is time for each player to select a bike. The chosen bikes are highlighted. Choose between Automatic (AT) or Manual (MT) transmission. Select Cancel to move back to the previous screen or if both players are happy with their choice of bike, select OK to start racing!

► PAUSE

If the Start button is pressed during a 2 player race, the game will pause and the following options will appear:

Resume - Cancel pause mode and continue racing.
Retire from race - Quit the race and concede the race win to the other player.

► THE END OF A 2 PLAYER RACE

When a 2 player race is over, the accumulated wins of each player are displayed on screen, along with the following options:
Race again - Restart the race with the same bikes, on the same course.
Change - Return to the ***Select Course*** screen, to change the course and/or bike.
Main Menu - Return to the ***Main Menu***.

GAME SERVICE

In order to play Suzuki Alstare Extreme Racing (the "Game") on-line, you must have Ubi Soft's Game Service installed on your PC. If you do not have Game Service installed then the Game Service option will not be available from the Main Menu of the Game. There is an installer provided with the Game that allows you to install Game Service, this installer can be run from the main Autorun menu.

Once installed you can launch online game play in 2 ways:
1. Run the game, and click on the Game Service button. This will run the Game Service Client ("GSClient") which helps you to set up the on-line Session.
2. Run the GSClient directly.

When the GSClient is running and you have logged in, choose a server (for example the San Francisco server) and connect to it. You may then either:
1. Start a new session of "Suzuki Alstare Extreme Racing" by clicking "Create Session" and selecting "Suzuki Alstare Extreme Racing". If you do this you must select a maximum number of players (no larger than 8 players), and give the session a name. You must also select the track you wish to race on, and whether you wish to race it in the forward or reverse direction. If you wish to reduce the target audience of the session you may make it private by clicking the "Private" button and entering a password, or you can simply create the session by selecting the "Create" button.
2. Join an existing Session, by selecting the Session and clicking the "Join Session" button. If the Session is private you will be required to enter a password.
3. Chat with other on-line players.

If you have created a Session (you are the "Host", then you are responsible for launching the game by clicking "Start Game". If the Game is not running at the time then the GSClient will launch the Game for you, but if the Game is running then it will take you straight to the Leathers selection screen.

If you did not create a Session then the Game will launch automatically when the Host runs the Game.

You will be required to select the color scheme of your Leathers. When you have selected your Leathers you must then select a Bike. Note that in order to make the racing as fair as possible you are not allowed to make modifications to your Bike in on-line mode, so the best driver wins if all Bikes are identical! Once you have selected your Bike you are taken to a Waiting menu where you may see the other players and the Bikes they have chosen.

If you wish to change your Bike or your Leathers you may do so by pressing Cancel to return to the previous menu. Note that selecting Cancel from the Leathers selection screen will return you to the GSClient.

When you can see all players then you may select the Race option from the Waiting menu, this is the only way to enter the race. As soon as you select this option the Game will start to load.

After the game has loaded there will be a brief delay while the Game synchronizes every machine, this will happen while the "Waiting For Players" text is shown on screen. When all machines are synchronized the Game will show the countdown and then the race will start! If something goes wrong with the synchronization and the Game cannot start the race, then the Game will time out back to the menu after 1 minute.

During a race you may not pause the Game. If you press the Escape key then a menu will appear giving you the choice to return to the race or quit to the ***Main Menu***. Note that the Game is not paused when in this menu, your bike will become temporarily stationary but the racing will continue around you!

When you have finished the race you may return to the ***Main Menu***, and you will be shown your result in the race out of all the players who finished and their total race time. See who got the fastest race time!

When you have viewed the results you can select the ***Main Menu*** button, which will return the game to the ***Main Menu*** and then show the GSClient again. If you wish to play another game on-line then you may do so by following the above procedure again, however if you do not wish to race again then close the GSClient and return to the Game, you may then continue playing the Game as normal.

OPTIONS

The options available are ***controls, video, audio, view best times, load game and save game***.

► CONTROLS

Choose between defining the controls for either player 1 or 2. To change a control, select it and then press the key you would now like to perform that function. If you have any joysticks or gamepads connected you can also select to use these instead. When playing a 2 player game, we recommend that at least one of the players use a joystick/gamepad rather than the keyboard. Due to keyboard limitations, it was found that some controls may cease to function when 2 players are racing via the keyboard. The problem can be reduced by ensuring that no functions are assigned to the cursor keys, but typically the only way to play without any problems is for one of the players to use a separate input device.

Once you are happy with the controls select OK to return to the ***Options*** screen. Select Cancel to cancel your selection and return to the ***Options*** screen.

► VIDEO

There are several important options in this menu that can have an impact on the game's speed.

Choose Display Device
If you have more than one video card in your PC, you can select this option to choose between which one you would like the game to use.

Resolution
Setting this to 640x480 will give the best performance, though the game

will not look as crisp as it does in higher resolutions.

Texture Detail
Reducing the texture detail will make the game run faster, though the graphics will look less detailed.

Texture Filter
This has four options: NONE, SMOOTH, MIPMAPPED, and TRILINEAR. NONE is the fastest but worst looking, TRILINEAR is the slowest but best looking. Note that on many graphics cards, the speed difference between SMOOTH and NONE is not worth the sacrifice in graphics quality. Also, whether you prefer MIMAPPED over SMOOTH or TRILINEAR over MIPMAPPED is really a matter of opinion - this setting should be experimented with.

Gloss Mapping
Select to be either ON or OFF. Gloss mapping does incur a performance penalty, turning this OFF will give a faster frame rate but the bikes will not look as good.

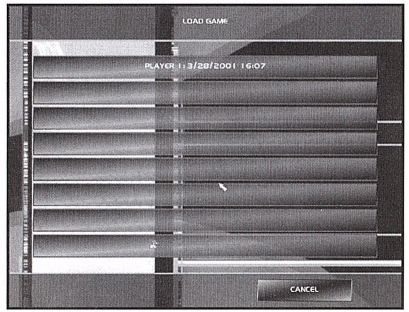
▸ AUDIO

Move the ***sound effects*** or ***music*** slider left and right to reduce and increase their respective volumes. Once the audio settings have been chosen select OK to return to the ***Options*** screen. Press Cancel to cancel your selection and return to the ***Options*** screen.

▸ VIEW BEST TIMES

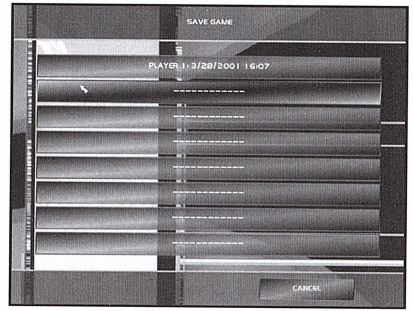
This screen shows the best race times and best lap times for each of the courses accessed from the ***Main Game***. Select the left and right arrows to move left and right through the available courses. Select OK to return to the ***Options*** screen.

▸ LOAD GAME



On the ***Load*** screen select the game that you would like to load. Once the game file is loaded you will be returned to the ***Main Menu***. Select Cancel return to the ***Options*** screen.

▸SAVE GAME



On the Save screen select a slot to perform the save. Once the game is saved, press the OK button to return to the Options screen.

Note: Mid-championship status is not saved : only whether the championship has been successfully completed (placed 1st) or not - saving a game in the middle of a championship will still save out the best times data however.

SCREEN DISPLAY

(A) COURSE MAP

This shows the course layout and displays all the riders as colored triangles. You appear as the green triangle and the opponent riders appear as blue triangles. When the opponents are ahead of you they appear in red.

(B) CHECKPOINT TIMER

You must cross the next checkpoint before this timer reaches zero, or you will be disqualified from the race. In a championship, disqualification earns you zero points.

(C) Position and Lap indicator

This displays your race position out of the total number of riders in the race, along with the lap number you are currently on. All races take place over 3 laps.

(D) Speedometer and turbo fuel indicator

This displays your engine revs, current gear, current speed and the amount of turbo fuel remaining. When the turbo fuel gets low it will turn red. You receive turbo fuel whenever you cross a checkpoint.

(E) Race and Lap times

Displays the total race time along with each lap's individual times.

Appendix 1: DirectX Installation & Certification

▸ *Manual Installation DirectX*

To manually install Direct X,

(1) Double click on the 'My Computer' icon and then right click on your CD ROM drive icon from the window that subsequently opens.

(2) From the menu that appears, select 'Open'. A Window showing the contents of the CD will appear, from here double click on the folder titled 'DirectX' to display the files contained in it.

(3) Amongst the files displayed within this folder will be one named 'DXSETUP', double click this icon.

(4)You should now be met with a Window titled 'DirectX(R) Setup'. Click on the icon labeled 'Reinstall DirectX' to begin installation.

(5) The installation of Direct X will now begin. During installation you may be met with questions asking whether you wish to replace certain drivers, in order for DirectX to be fully certified you should respond yes. However we recommend you follow any warnings that the setup program gives.

(6) At the end of installation you will receive a message saying DirectX setup needs to restart your machine. Once your machine has restarted DirectX will be installed on your system, see the section below titled 'Checking Certification' for details on how to check whether all the drivers for your machine are certified by DirectX.

▸ *Effects of installing DirectX.*

Installing DirectX may result in some of your manufacturers video card utilities being disabled (e.g.. Matrox Powerdesk, Diamond InControl etc.). These utilities will no longer be accessible, and any options to change video settings etc. will revert back to the control of Windows. See the section titled 'Changing Video Settings' under the Windows Configuration section for details on how to change these settings under Windows.

▸ *Checking Certification*

In order to ensure that Suzuki Alstare Extreme Racing works correctly on your machine, you should ideally be using video and display drivers that are certified by Direct X. If you encounter any problems running the game, the first thing to check is that your video and sound cards are certified, this can be done as follows:

(1) Open the Start menu by clicking on the START icon at the bottom left of the screen, from here click on the 'Run' option.

(2) A window titled 'Run' will open, in the box labeled 'Open:' type in the following C:\PROGRAM FILES\DIRECTX\SETUP\DXDIAG.EXE

(3) A window titled 'DirectX Diagnostic Tool' should now be open. If this window does not open, you may not have DirectX6 installed, see above for details on how to install it from the CD. If the window does appear there are a number of things that can be checked.

▸ *Video Driver Certification*

Click on the 'Display' or 'Display 1' tab at the top of the 'DirectX Diagnostic Tool' window.

From the screen that appears, you can find out the name of your video card,

the amount of memory it has and you can also test its 2D (DirectDraw) and 3D (Direct3D) features. To check certification, under the heading 'Drivers' the 'Certified :' heading should be accompanied by Yes. Also, under the 'Notes' heading the first line should say 'No driver problems found'. If this is not the case on your system, then you may need to obtain new video card drivers from your manufacturer.

▸ *Sound Driver Certification*

Click on the 'Sound' tab at the top of the 'DirectX Diagnostic Tool' window. On the screen that appears, under the heading 'Driver' it will say whether it is certified (Yes or No) whilst under the heading 'Notes' the first line should read 'No driver problems found'.
If this is not the case on your system then you will need to obtain new sound card drivers from your manufacturer.

CREDITS

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